STUNTMAN® IGNITION™

TEEN
T
CONTENT RATED BY ESRB

THQ®

⚠ WARNING: PHOTOSENSITIVITY/ EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system
- Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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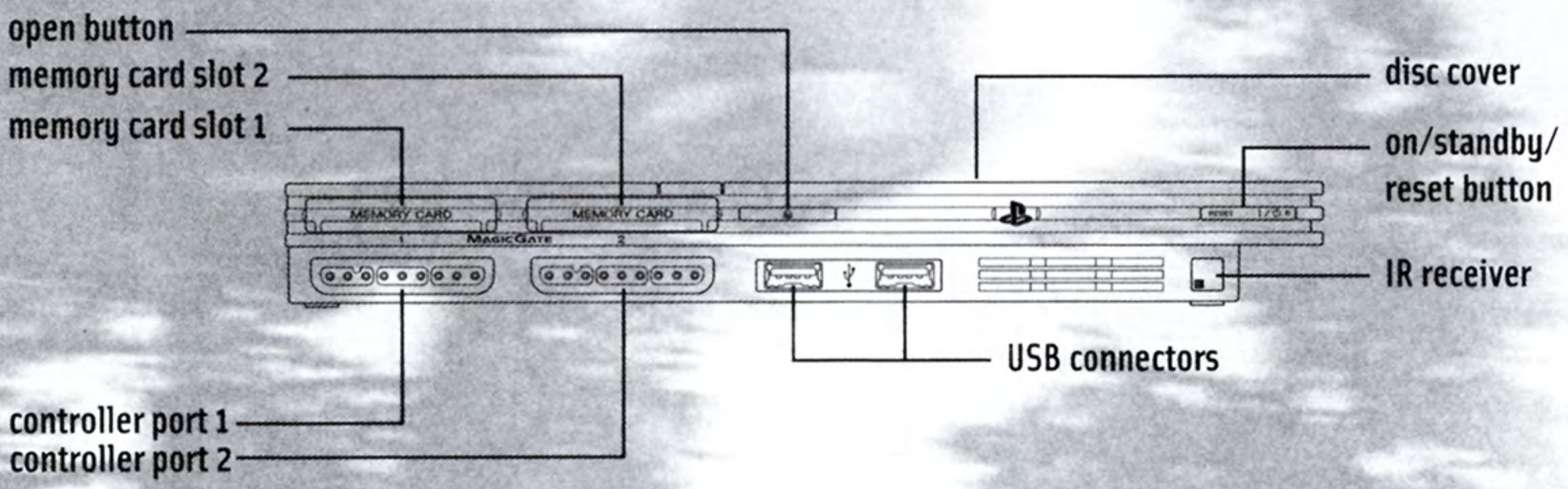
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Stuntman Ignition* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button

L1 button

directional buttons

left analog stick (L3 button when pushed down)

SELECT button

ANALOG mode button

START button

right analog stick (R3 button when pushed down)

R2 button

R1 button

△ button

○ button

× button

□ button

GAME CONTROLS

DRIVING CONTROLS (Default)

BUTTON	ACTION
⊗ button	Accelerate/Gas
○ button	Handbrake
□ button	Brake/Reverse
△ button	Vehicle Reset (Backlot Only)
R1 button	Action
L1 button	Nitro (Backlot Only)
R2 button	Look Right
L2 button	Look Left
L1 + L2 buttons	Look Back (Backlot and Constructor Only)
START button	Exit
Right analog stick	Move Camera
R3 button	Camera Select
Left analog stick	Steering
Directional buttons	Steering
SELECT button	Switch to Next Song (Backlot & Quick Fix Only)

CONSTRUCTOR CONTROLS (Edit Arena)

BUTTON	ACTION
START button	Edit Mode
✕ button	Place/Pickup Prop
○ button	Add Prop To Group
△ button	Cancel/Delete
□ button	1/2 Cursor Speed
L2 button	Zoom Out
R2 button	Zoom In
L1 button	Rotate Prop Left
R1 button	Rotate Prop Right
Left analog stick	Move Prop/Cursor
Right analog stick	Move Camera
Directional buttons	Select Prop Categories/Cycle Props

INTRODUCTION

From "Lights, Camera, Action" to "Cut, it's a Wrap," you are immersed in a non-stop action adventure that places you in the driver's seat. As the Stuntman, ignite the screen with high risk, eye-popping maneuvers that become more death-defying scene after scene. In ***Stuntman: Ignition***, not only do you smash into burning buildings, fly off exploding bridges and jump over massive objects while activating your Nitro; you also get to accomplish these fantastic stunts in a variety of vehicles on lavish sets staged in different parts of the world.

MAIN MENU

The Main Menu consists of seven options: Career, MultiClash, Constructor, Quick Fix, Accomplishments, Options and Extras.

Career

This option follows you from one movie set to another. You must successfully complete each scene in order to unlock the next scene.

When all the scenes in a particular movie are completed, you'll be able to view the trailer of that movie. The following movies are unlocked by earning stars and improving your ranking:

- **Aftershock** – A disaster movie set in British Columbia
- **Whoopin' and a Hollerin' II** – A car chasing adventure filmed in Tennessee
- **Strike Force Omega** – A military action thriller filmed in Kyrgyzstan
- **Overdrive** – A street crime feature filmed in San Francisco
- **Never Kill Me Again** – A high risk spy operation filmed in Beijing
- **Night Avenger** – A Superhero movie filmed in a gritty metropolitan city
- **Odd Jobs** – Perform commercials on movie terrains or carry out specific stunts in the Stunt City Arena
- **Rehearsals** – Rehearse those tricky stunts on a secluded backlot

Easy Mode

Activating Easy Mode allows two extra strikes per scene, for a total of seven possible mistakes. In Easy Mode you can also continue through the entire scene if you strikeout, letting you preview the rest of the scene and practice for your next big run. Any scene completed in Easy Mode is worth half the points and is difficult to earn more than a single star. So learn the level in Easy Mode, then turn it off to really rack up points. Easy Mode can be selected at the start or end of any scene, but remains on only for that scene.

Completion Screen

At the end of a successful movie scene, you have the option to Play Again, view an Instant Replay, Save a Replay file, view any Awards given or move on to the Next Scene. The Completion Screen also displays the Movie Stars (0-5 stars) obtained and the total Score which is collected by the Stunt Points, Time Points, Director and String Bonus Points. At the end of a scene that was not executed successfully, you have the option to Play Again, view an Instant Replay or return to the Main Menu.

Save/Load Replay Files

At the end of the level you can select "Save Replay." This will save a replay of your last run in the level. You may also Load a saved replay file at the beginning of a level, and watch how the level was played. Replays can be updated on any run.

MultiClash

Selecting this option allows you to challenge other opponents.

- **Backlot Battle** – The goal here is to get the highest points possible. There are three simple rules – hit all the director stunts, complete all the laps and stunt as much as possible. If you miss too many director stunts, your score will be reset to zero. If you feel bold, try "String Stealer" which allows you to gain your opponent's string by ramming into your challenger and stealing the points away.

Backlot Race – Here the winner is determined by the fastest time, not the points. Use your Nitro to catch up to other drivers or, if leading, to increase the gap between you and your opponents. If you run out of Nitro, continue performing stunts to earn more boosts. Keep your eyes open, because there are a lot of short-cut opportunities to give you the upper-hand.

Within the Backlot Battle/Race you can adjust an array of options, including:

- **Class** – Light, Muscle & Sport
- **Laps** – Number of laps from 1-15
- **Nitro** – Number of Nitro charges from 0-5 or Unlimited
- **Multipliers for Nitros** – Multiplier threshold to earn one Nitro charge (applies to Backlot Battle only)
- **Max Strikes** – Number of strikes from 0-7
- **Director Stunts** – Select if you want Director Stunts on or off
- **String Stealer** – Select if you want to steal your opponent's String Multiplier on or off

Stunt Tourney – Essentially a "party mode." Up to eight players can use a single PlayStation®2 controller to play through a "Tourney" of up to six missions. The Stunt Tourneys can be selected or determined randomly. The High Score at the end of the Tourney determines the winner.

Constructor

This option allows you to set up your own stunts in the Stunt City Arena.

- **Freestyle Arena** – Construct your own freestyle arena by choosing from a wide selection of props and vehicles (unlocking more as you play through the game). The Props include ramps, smackables (objects that can be hit, knocked around and broken) and cameras for recording your runs and special props (animated chickens, hoops of fire, Nitro Zones). You can then play inside your newly constructed arena and score points as in any other regular arena. The constructed arena can be saved and re-edited until you feel the arena is perfect.

- **Constructor Challenge** – Take the challenge and let the stunt icons already placed in the arena be the blueprint to your track creation. As each challenge is completed, a new level is unlocked. There are three levels of difficulty: Easy, Tough and Insane.

Quick Fix

From here you can select eight different Quick Fix matches. The matches are concise and based around specific challenges. The matches are divided into two options:

- **Directed** – These matches include director stunts. Hit all the director stunts and stay below the maximum strikes allowed to pass.
- **Freestyle** – These matches are free from director stunts. The goal here is to acquire the most points possible.

Note: *Quick Fix races are not part of Career Mode.*

Accomplishments

Selecting this option allows you to view the Stats, Awards and Badges gained.

- **Stats** – Lists the stats achieved from your career.
- **Taurus World Stunt Awards** – Earn Taurus World Award nominations for performing three stunts perfectly in a Movie scene (excludes Odd Jobs, Rehearsals & Quick Fix Matches). Every scene in the game has a Taurus World Stunt Award nomination in it. A HUD graphic will show you the three stunts that must be performed perfectly. This graphic will activate when the first of the three stunts is reached. If all three stunts are performed perfectly and the scene is completed successfully, you will earn a Taurus World Stunt Award Nomination for that level.
- **Badges** – Earn a variety of Badges for in-game accomplishments. Once they are earned you cannot earn them again. Some of those available are as follows:
- **Drifter** – Badge is unlocked if you earn 500 or more drift points in a level.
- **Threader** – String through an entire level.
- **Turtle** – Roll your car on its roof for the first time.
- **Hollywood** – Unlock all Taurus World Stunt Award Nominations.

Options

From here you can adjust the following Audio, Controls and Gameplay Options:

Audio

- **FX Volume** – Silent to High
- **Menu Volume** – Silent to High
- **Car Volume** – Silent to High
- **Stunt Coordinator Voice** – On/Off
- **Voice Volume** – Silent to High
- **Music Volume** – Silent to High
- **Music in Replay Only** – On/Off

Controls

- Preset 1 or Preset 2

Gameplay

- **Thrill Cams** – On/Off
- **Hide HUD** – On/Off
- **Arrows** – On/Off
- **Vibration** – On/Off
- **Auto Reverse Cam** – On/Off
- **Continue After Reshoot** – On/Off
- **Autosave** – On/Off

Extras

This option consists of the following:

- **Movies**

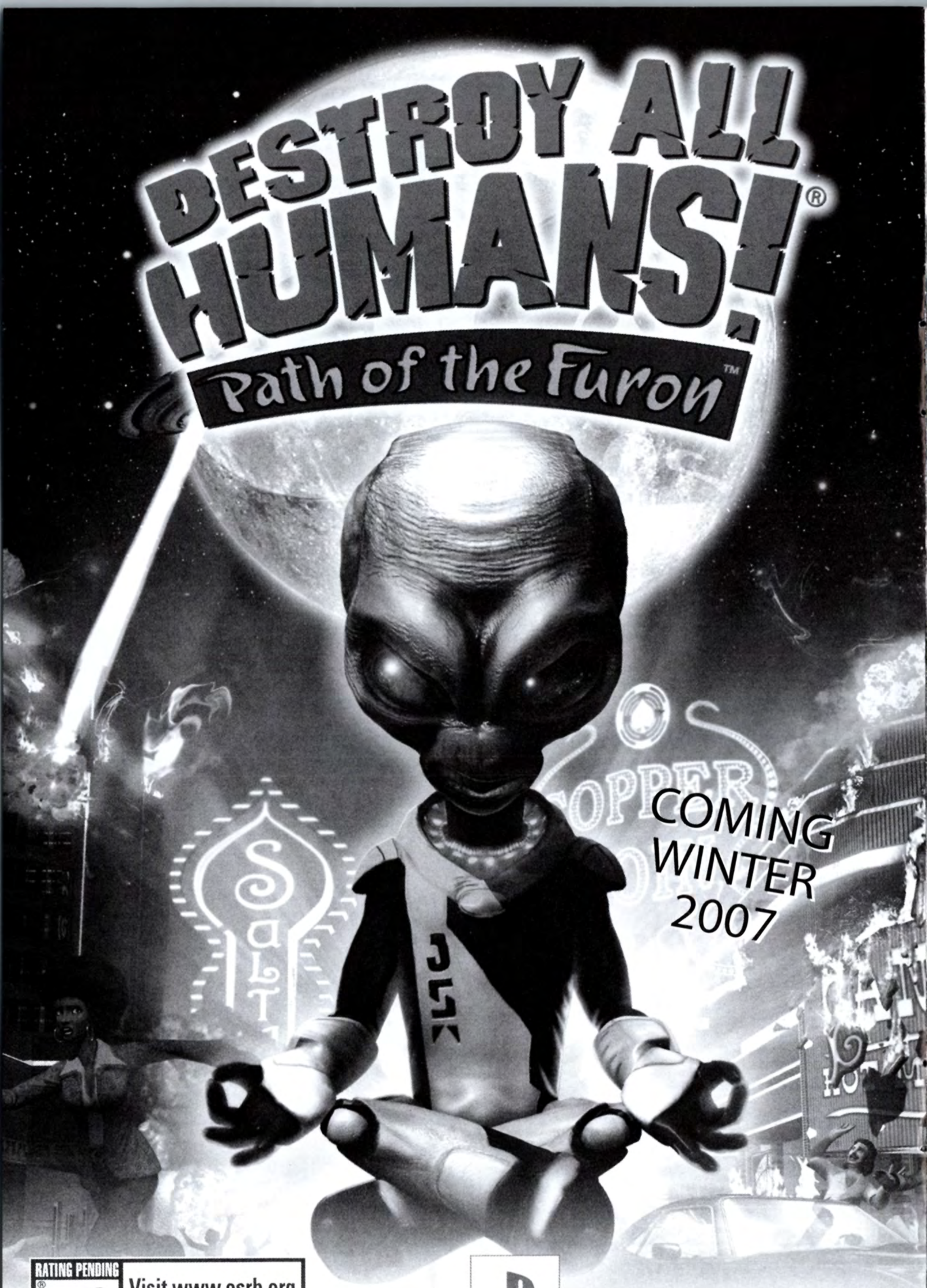
VISUAL INDICATORS & TERMS

- **Directional Arrows** – Green arrows on the roads that indicate the direction the driver must follow.
- **Free Form Stunt** – A stunt not called for or marked by a director. The more elaborate the stunt, the more points earned.

HUD – Heads-Up Display

1. Stunt Score
2. Stunts
3. Stunt String Indicator
4. Director Strikes
5. Scene Time
6. Total Score

- **Level Score Meter** (right side) – Total points achieved at current point of gameplay.
- **Level Time** – The amount of time allowed to complete the scene.
- **Movie Stars** – The rating that is given at the end of a scene and determined by how many points you made. You can earn up to five Movie Stars.
- **Point System** – The points earned throughout a scene. The more precise a stunt, the more points earned.
- **Score Zone** – The area in which the vehicle should be in order to perform certain stunts. It is usually framed by a rectangular or circular yellow line.
- **Stunt Score Meter** (left side) – The points being accumulated while performing a stunt.
- **String** – The accumulation of points when you perform any stunt (director or freeform) every two seconds. As you string more and more stunts, the multiplier increases one step for each stunt. Once you break the string (or the level ends), the string total is multiplied by the final multiplier and that total is added to your score. In short, longer strings are far more valuable than short ones.
- **String Stealer** – In multiplayer, ram into your opponent at high speeds and steal their entire "Stunt String."
- **Strikes** – Failure to complete a director's stunt is indicated by a strike (an "X" symbol). If you reach the maximum number of strikes allowed, the scene must be re-shot.
- **Stunt Icon** – A yellow symbol that indicates what kind of stunt needs to be performed. If the symbol turns green, the stunt was completed successfully; if the symbol turns red, the stunt was unsuccessfully completed.
- **Stunt String Indicator** – When a string is formed, you can keep track of it on this meter. Every stunt extends your string.
- **Time Gates** – Yellow countdown markers that are found throughout the scene. If you cross through them before time runs out, you will receive bonus points. The faster the scene is performed, the more bonus points will be obtained. They also count as stunts and can help you maintain a string.



RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org for updated rating information.

PLAYSTATION 3

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THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

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Juiced 2 HOT IMPORT NIGHTS™

The Video Game
Available Fall 2007

TEEN
T™
Language
Suggestive Themes
ESRB CONTENT RATING www.esrb.org

www.thq.com

Available on PLAYSTATION®3 and PlayStation®2 computer entertainment systems and PSP® (PlayStation®Portable) system.

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